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Gregg et al.

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(54) **DYNAMIC SPLIT-FRAME PREVIEW OF VIDEO EDITING EFFECTS**

(71) Applicant: **Google Inc.**, Mountain View, CA (US)

(72) Inventors: **John Gregg**, San Francisco, CA (US); **Sam Kvaalen**, San Francisco, CA (US)

(73) Assignee: **Google Inc.**, Mountain View, CA (US)

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This patent is subject to a terminal disclaimer.

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(51) **Int. Cl.**

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G11B 27/34	(2006.01)
G11B 27/034	(2006.01)
H04N 9/80	(2006.01)
H04N 5/781	(2006.01)

(52) **U.S. Cl.**
CPC ***G11B 27/034*** (2013.01); ***H04N 5/781*** (2013.01); ***H04N 9/80*** (2013.01)

(58) **Field of Classification Search**
CPC G11B 27/34; G11B 27/034; G11B 2020/10537; G11B 2020/00072; H04N 5/85; H04N 9/8042; H04N 19/00127; H04N 19/0083
USPC 386/278–290; 715/723
See application file for complete search history.

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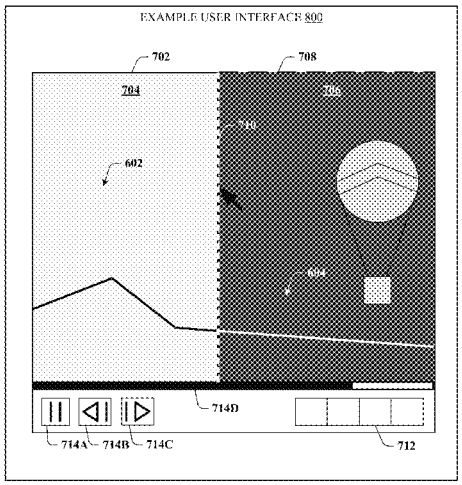
Primary Examiner — Gelek W Topgyal
(74) *Attorney, Agent, or Firm* — Fenwick & West LLP

(57) **ABSTRACT**

This disclosure relates to dynamic split-frame preview of video editing effects. An editing component determines a set of editing effects for the video, generates a copy of the video, applies the set of editing effects to the copy, and provides the video and the copy to a rendering component. The rendering component generates a mask based on a set of mask criteria, renders a split-frame composite video using the video and the edited video based at least in part on the mask, and provides playback of the split-frame composite video. The split-frame composite video provides a dynamic split-frame preview of video editing effects, wherein one frame includes the video, and another frame includes the edited copy of the video.

20 Claims, 13 Drawing Sheets



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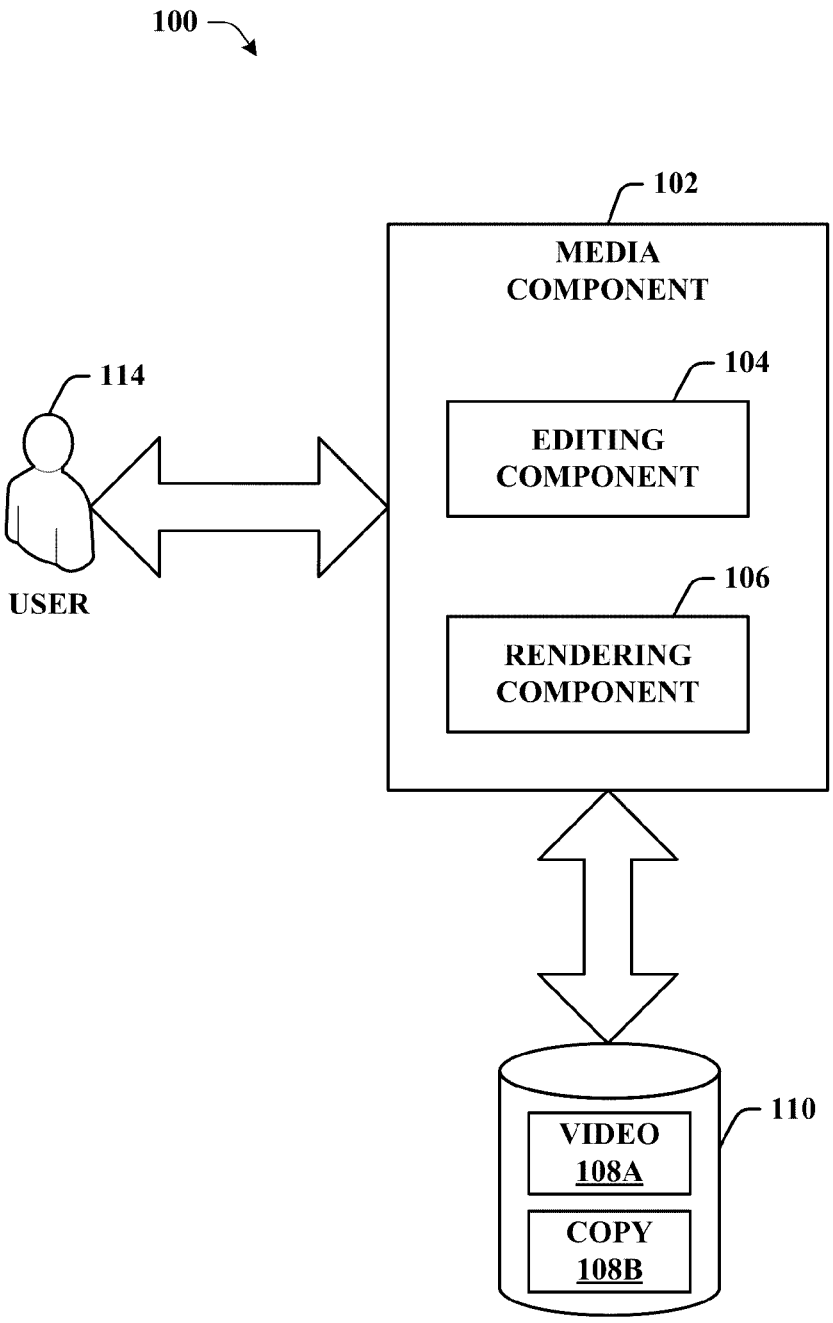
100
102
MEDIA COMPONENT
104
EDITING COMPONENT
106
RENDERING COMPONENT
114
USER
110
VIDEO 108A
COPY 108B

FIG. 1

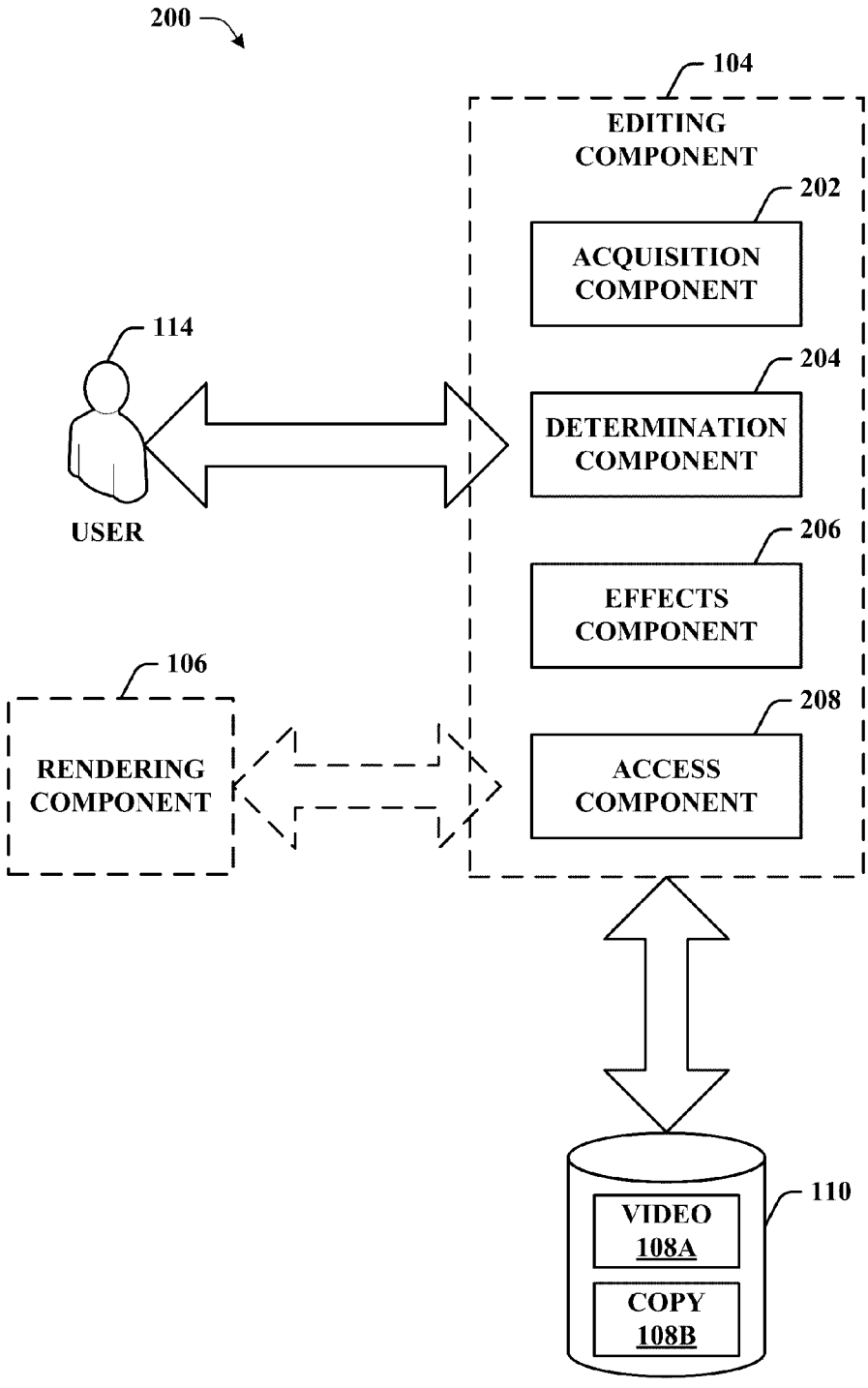
200
104
EDITING COMPONENT
202
ACQUISITION COMPONENT
114
204
DETERMINATION COMPONENT
USER
206
EFFECTS COMPONENT
106
208
RENDERING COMPONENT
ACCESS COMPONENT
110
VIDEO 108A
COPY 108B

FIG. 2

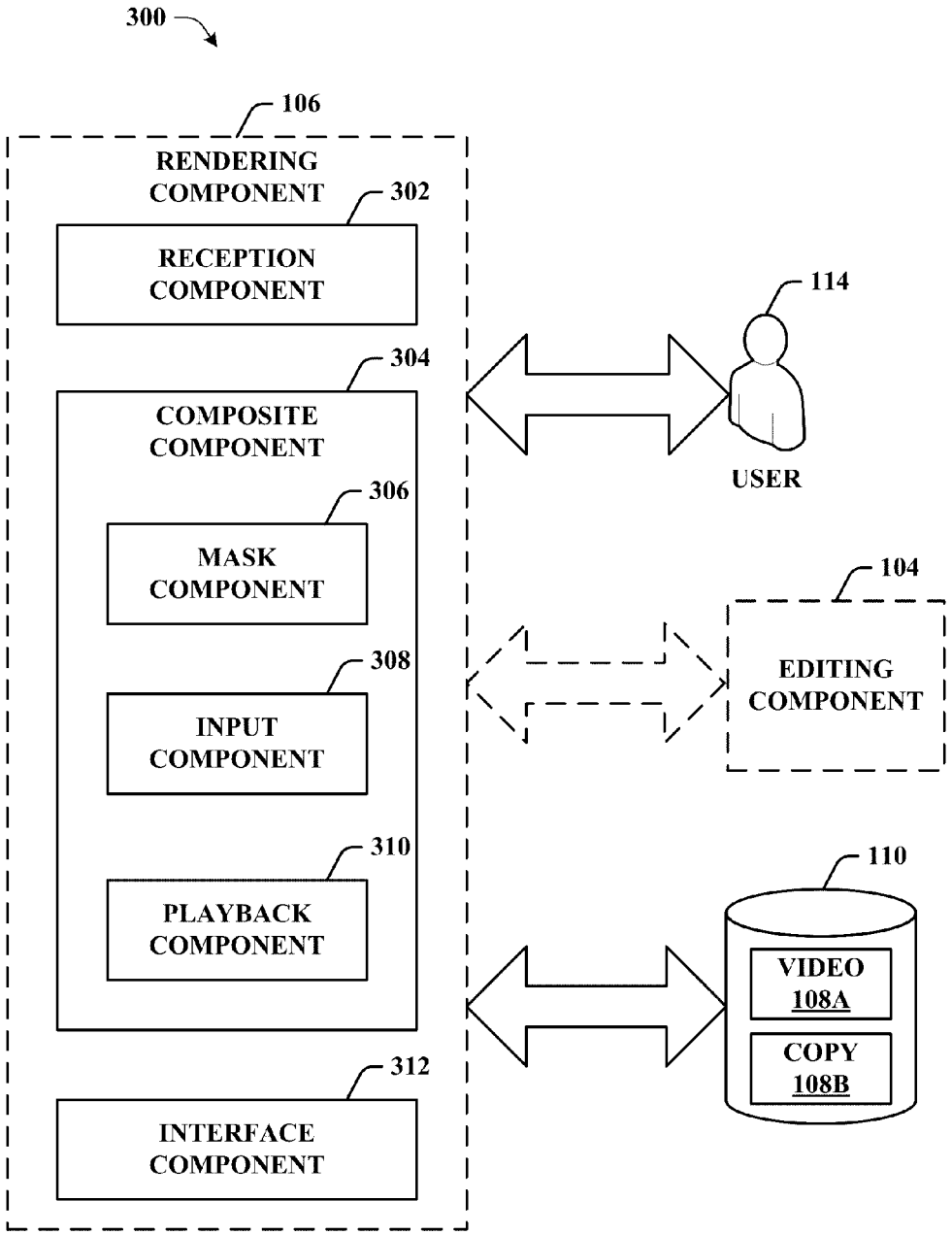
300
106
RENDERING COMPONENT
302
RECEPTION COMPONENT
304
COMPOSITE COMPONENT
306
MASK COMPONENT
308
INPUT COMPONENT
310
PLAYBACK COMPONENT
312
INTERFACE COMPONENT
114
USER
104
EDITING COMPONENT
110
VIDEO 108A
COPY 108B

FIG. 3

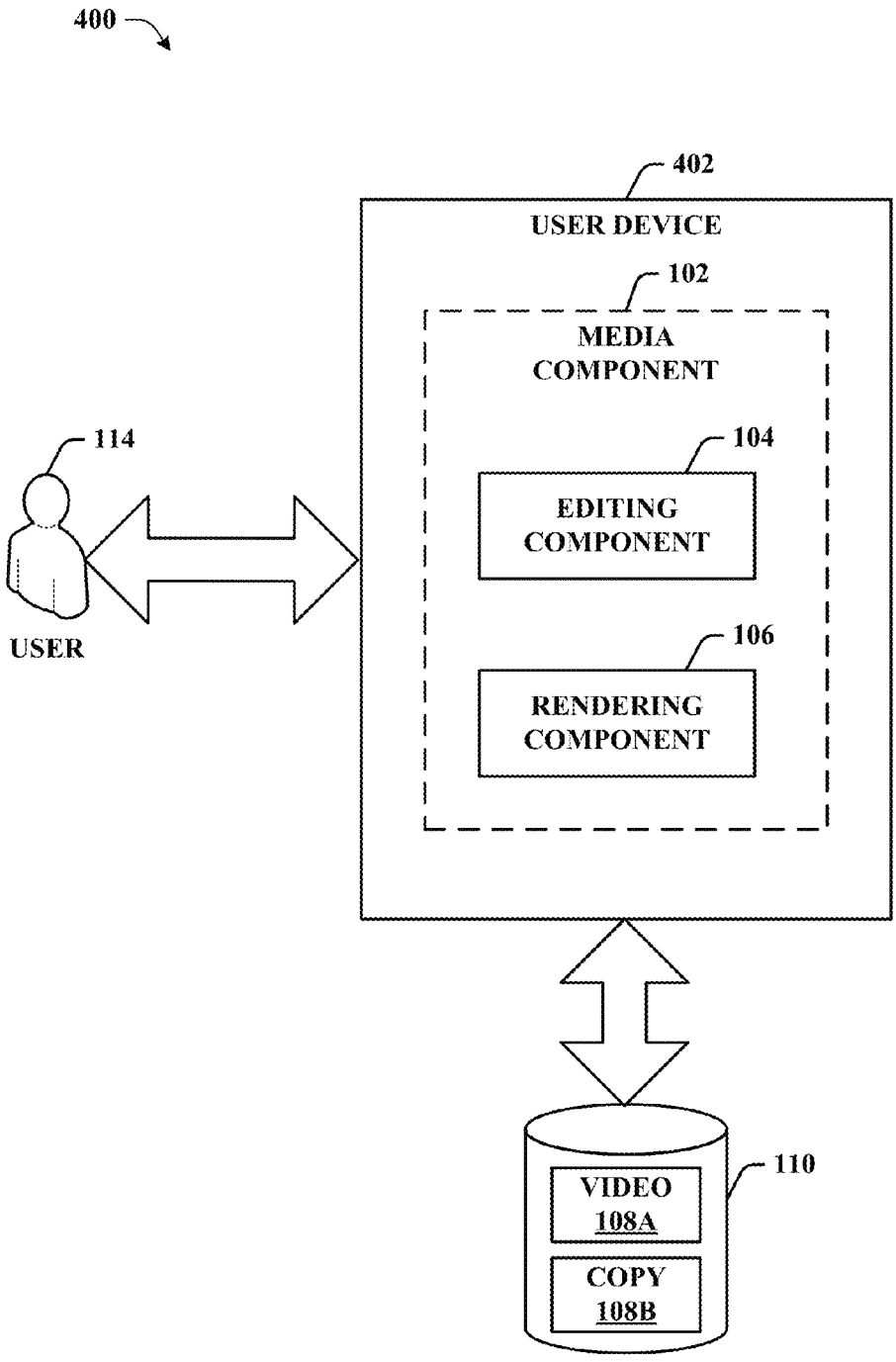
400
402
USER DEVICE
102
MEDIA COMPONENT
104
EDITING COMPONENT
106
RENDERING COMPONENT
114
USER
110
VIDEO 108A
COPY 108B

FIG. 4

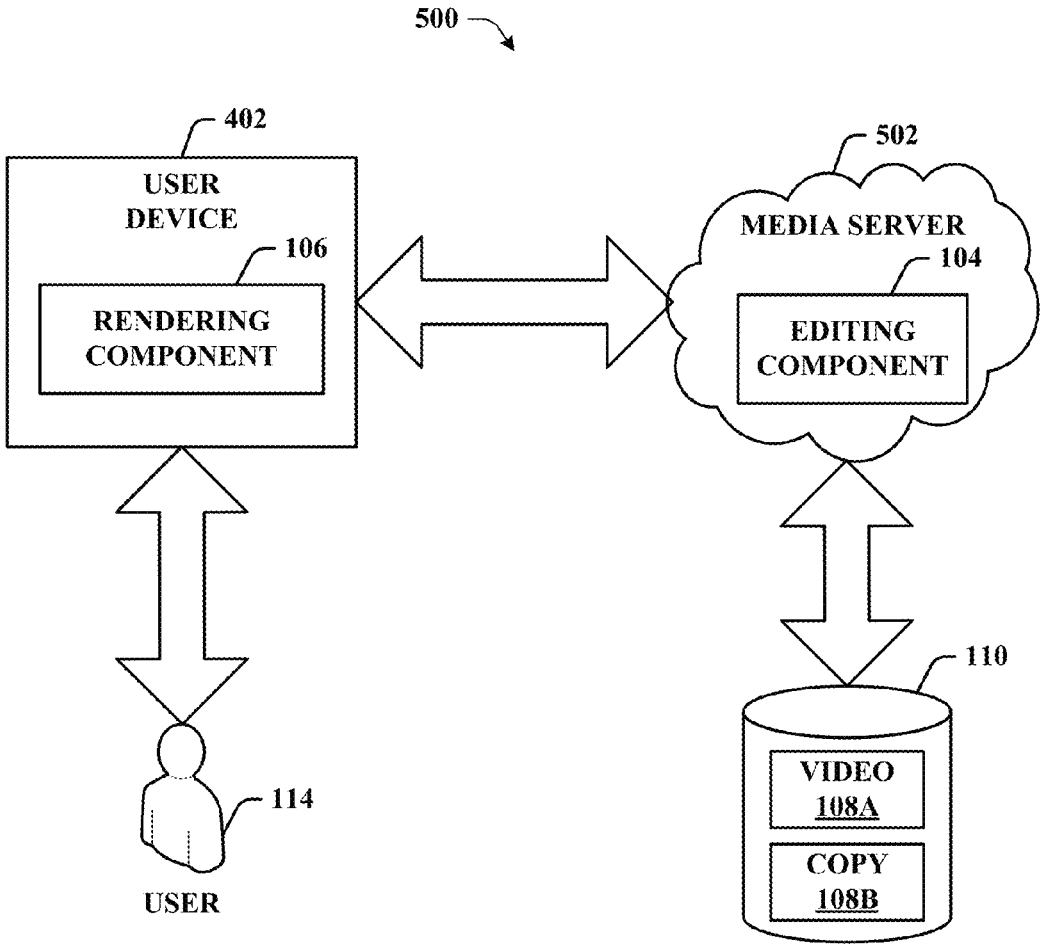
500
402
USER DEVICE
106
RENDERING COMPONENT
502
MEDIA SERVER
104
EDITING COMPONENT
110
VIDEO 108A
COPY 108B
114
USER

FIG. 5

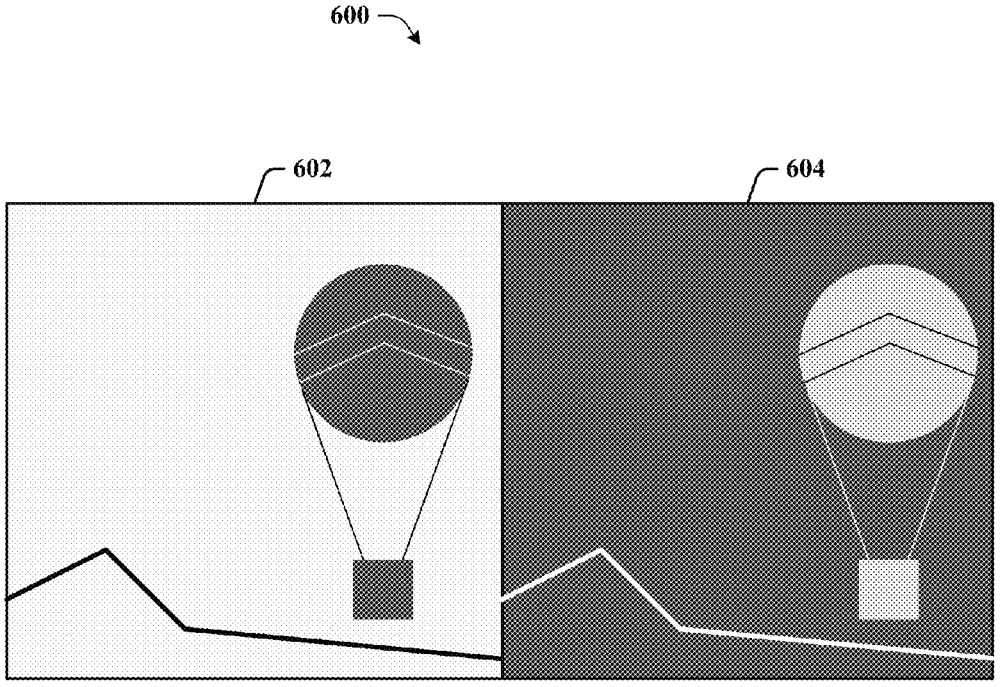

FIG. 6

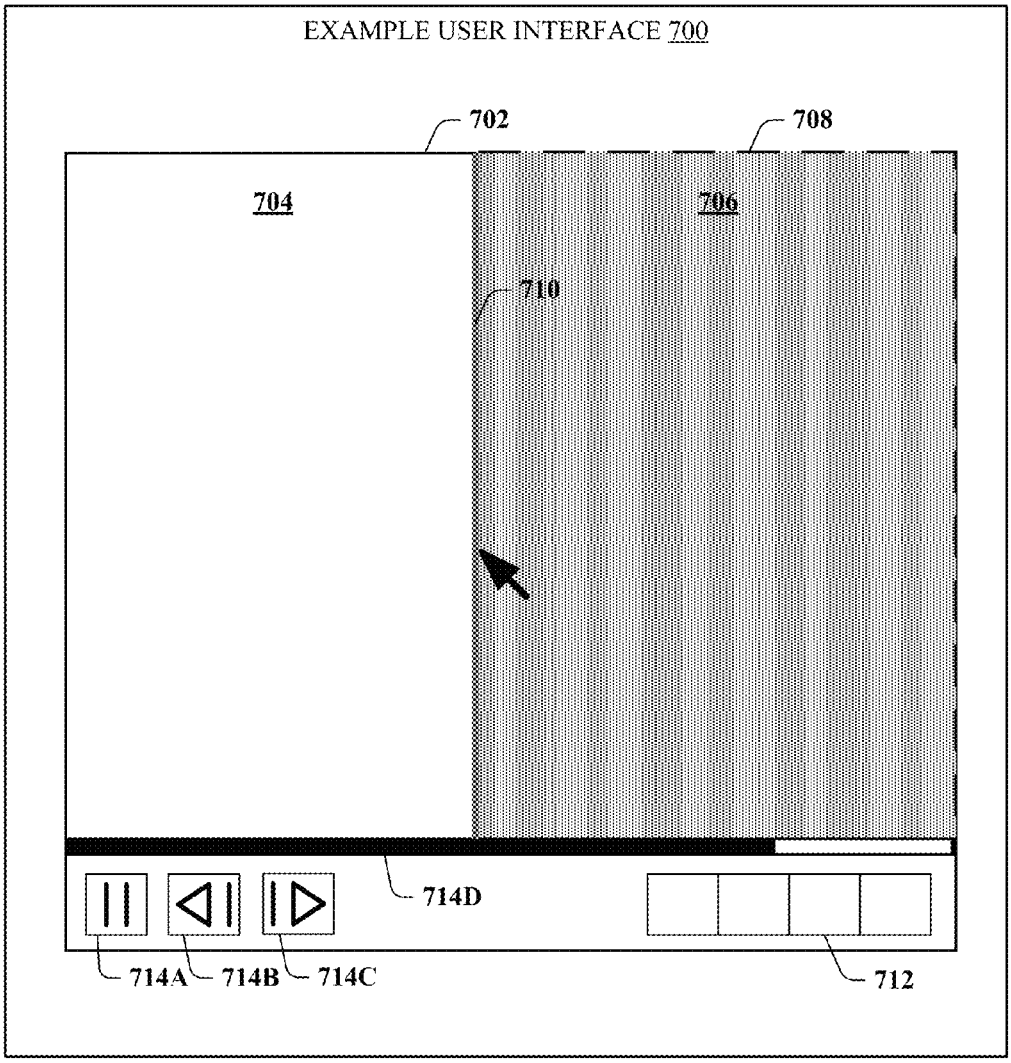
EXAMPLE USER INTERFACE 700
702
708
704
706
710
714D
714A
714B
714C
712

FIG. 7

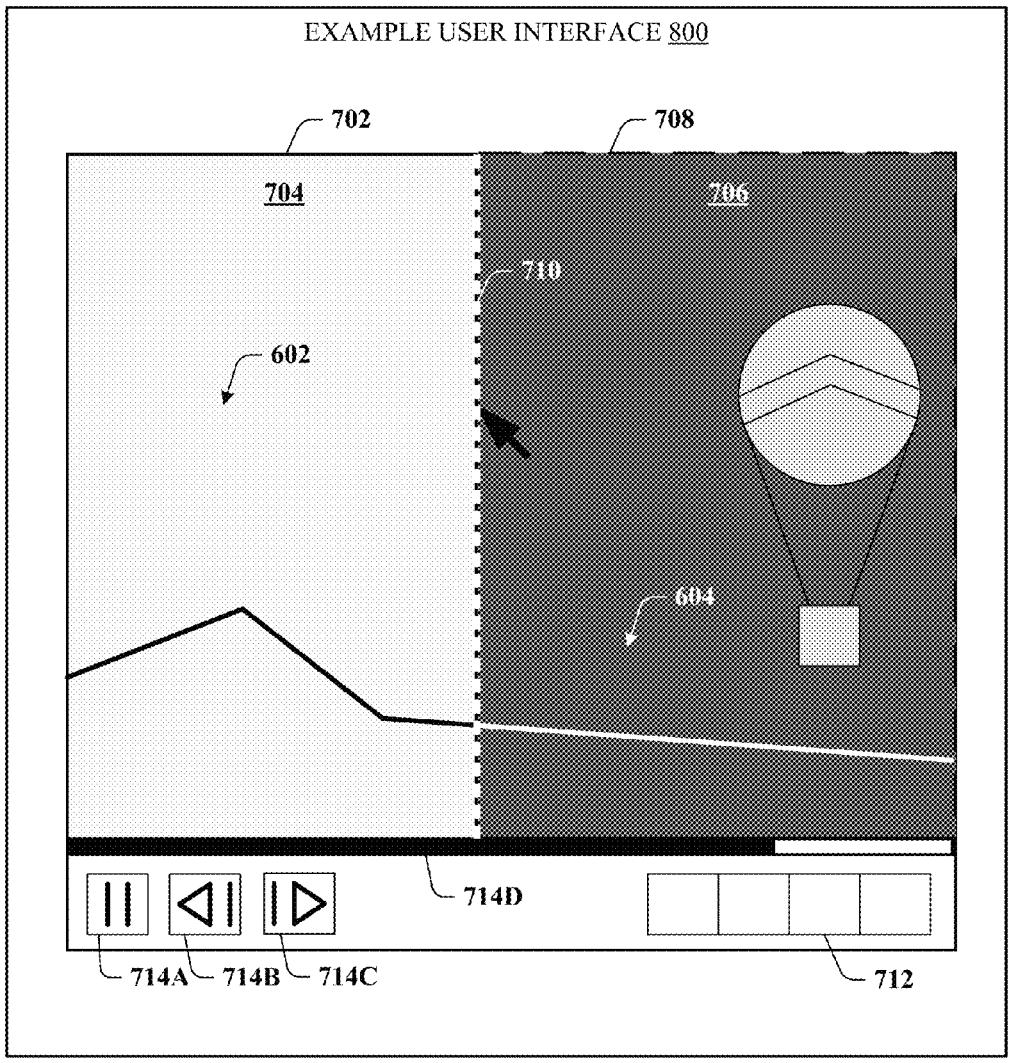
EXAMPLE USER INTERFACE 800
702
708
704
706
710
602
604
714D
714A
714B
714C
712

FIG. 8

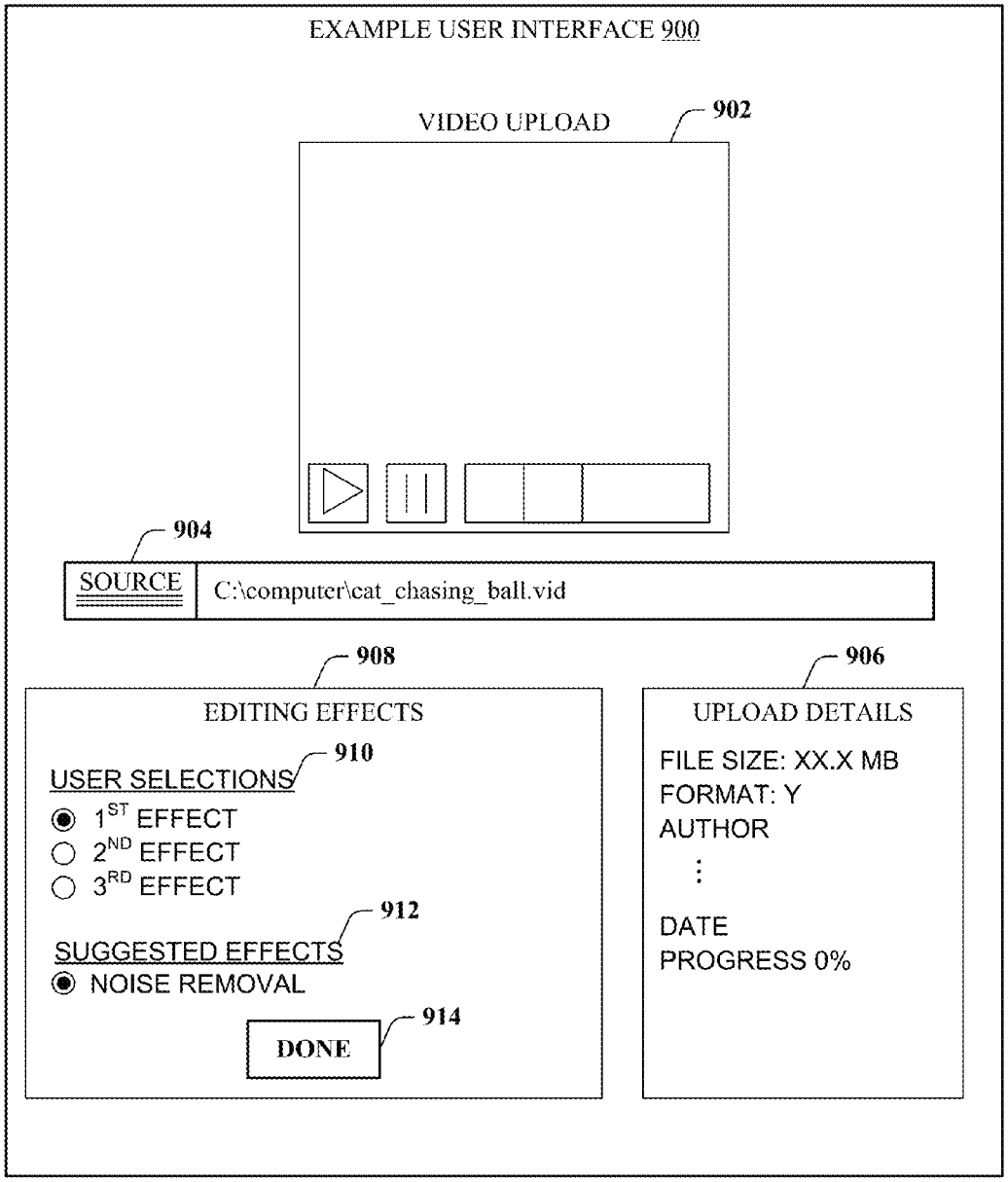
EXAMPLE USER INTERFACE 900
VIDEO UPLOAD
902
904
SOURCE
C:\computer\cat_chasing_ball.vid
908
EDITING EFFECTS
910
USER SELECTIONS
1ST EFFECT
2ND EFFECT
3RD EFFECT
912
SUGGESTED EFFECTS
NOISE REMOVAL
914
DONE
906
UPLOAD DETAILS
FILE SIZE: XX.X MB
FORMAT: Y
AUTHOR
DATE
PROGRESS 0%

FIG. 9

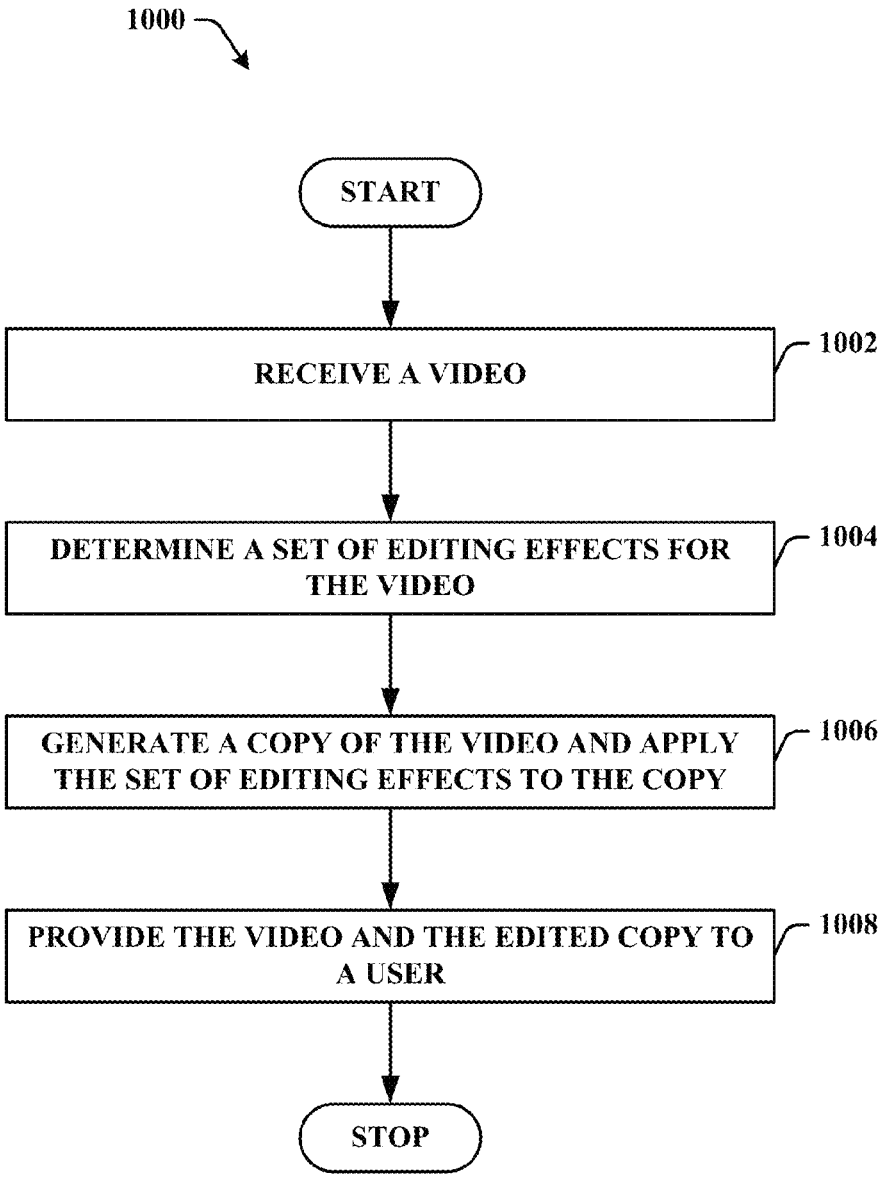
1000
START
RECEIVE A VIDEO
1002
DETERMINE A SET OF EDITING EFFECTS FOR THE VIDEO
1004
GENERATE A COPY OF THE VIDEO AND APPLY THE SET OF EDITING EFFECTS TO THE COPY
1006
PROVIDE THE VIDEO AND THE EDITED COPY TO A USER
1008
STOP

FIG. 10

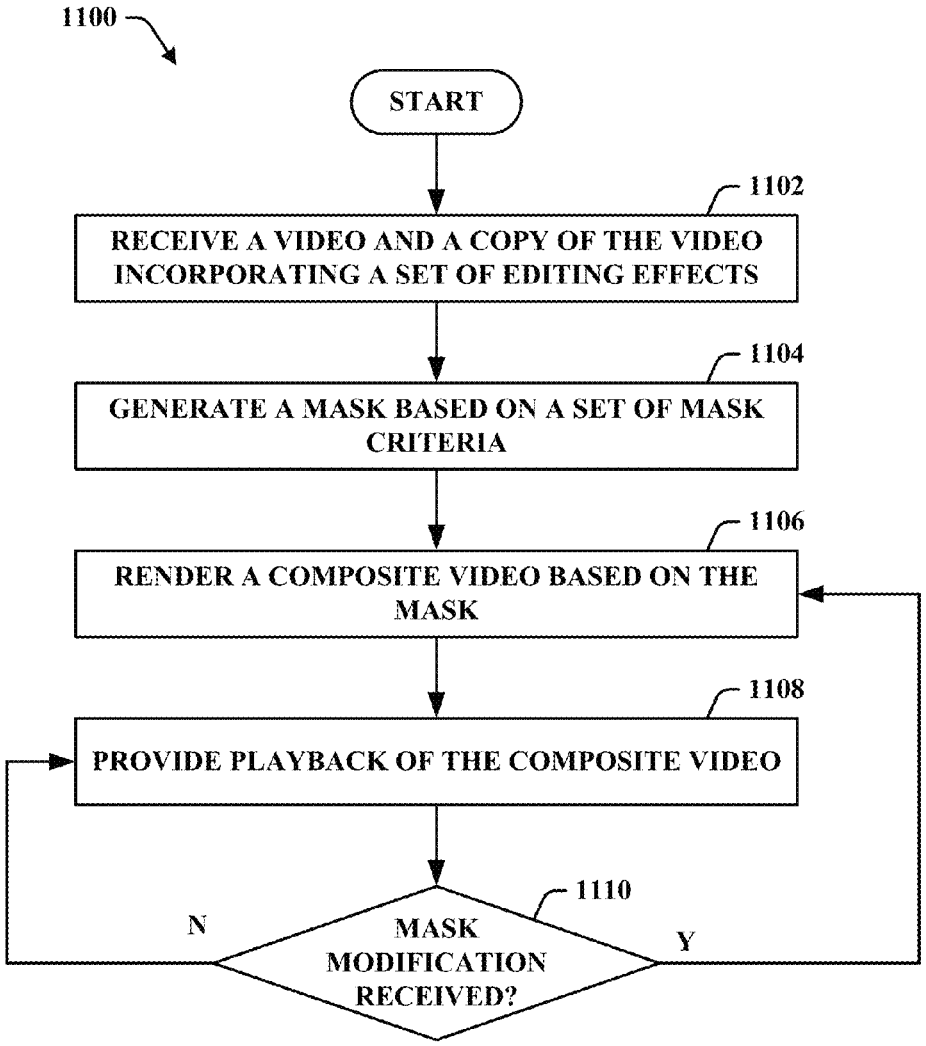
1100
START
1102
RECEIVE A VIDEO AND A COPY OF THE VIDEO INCORPORATING A SET OF EDITING EFFECTS
1104
GENERATE A MASK BASED ON A SET OF MASK CRITERIA
1106
RENDER A COMPOSITE VIDEO BASED ON THE MASK
1108
PROVIDE PLAYBACK OF THE COMPOSITE VIDEO
1110
MASK MODIFICATION RECEIVED?
N
Y

FIG. 11

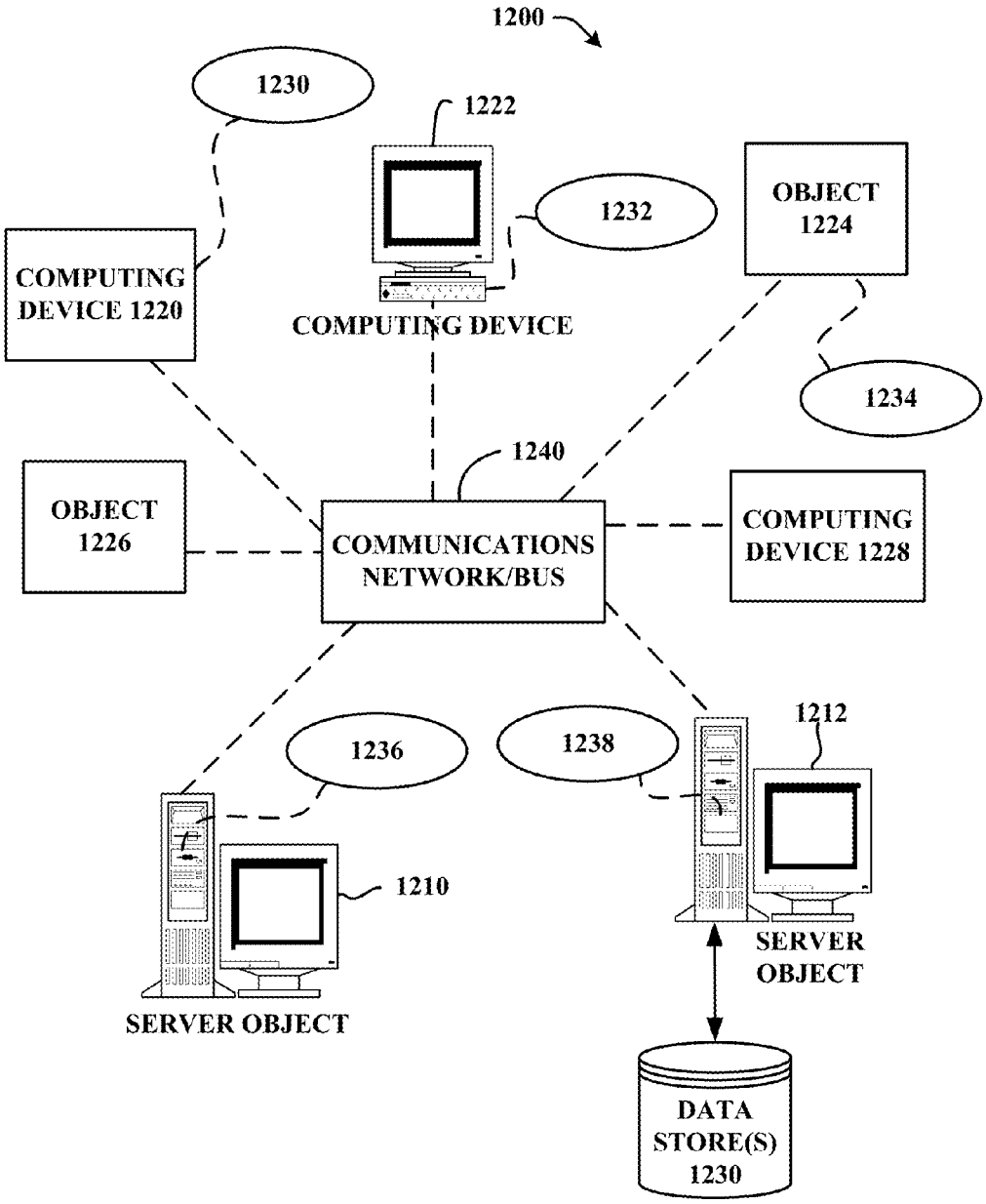
1200
1230
1222
1232
OBJECT 1224
COMPUTING DEVICE 1220
COMPUTING DEVICE
1234
1240
OBJECT 1226
COMMUNICATIONS NETWORK/BUS
COMPUTING DEVICE 1228
1212
1236
1238
1210
SERVER OBJECT
SERVER OBJECT
DATA STORE(S) 1230

FIG. 12

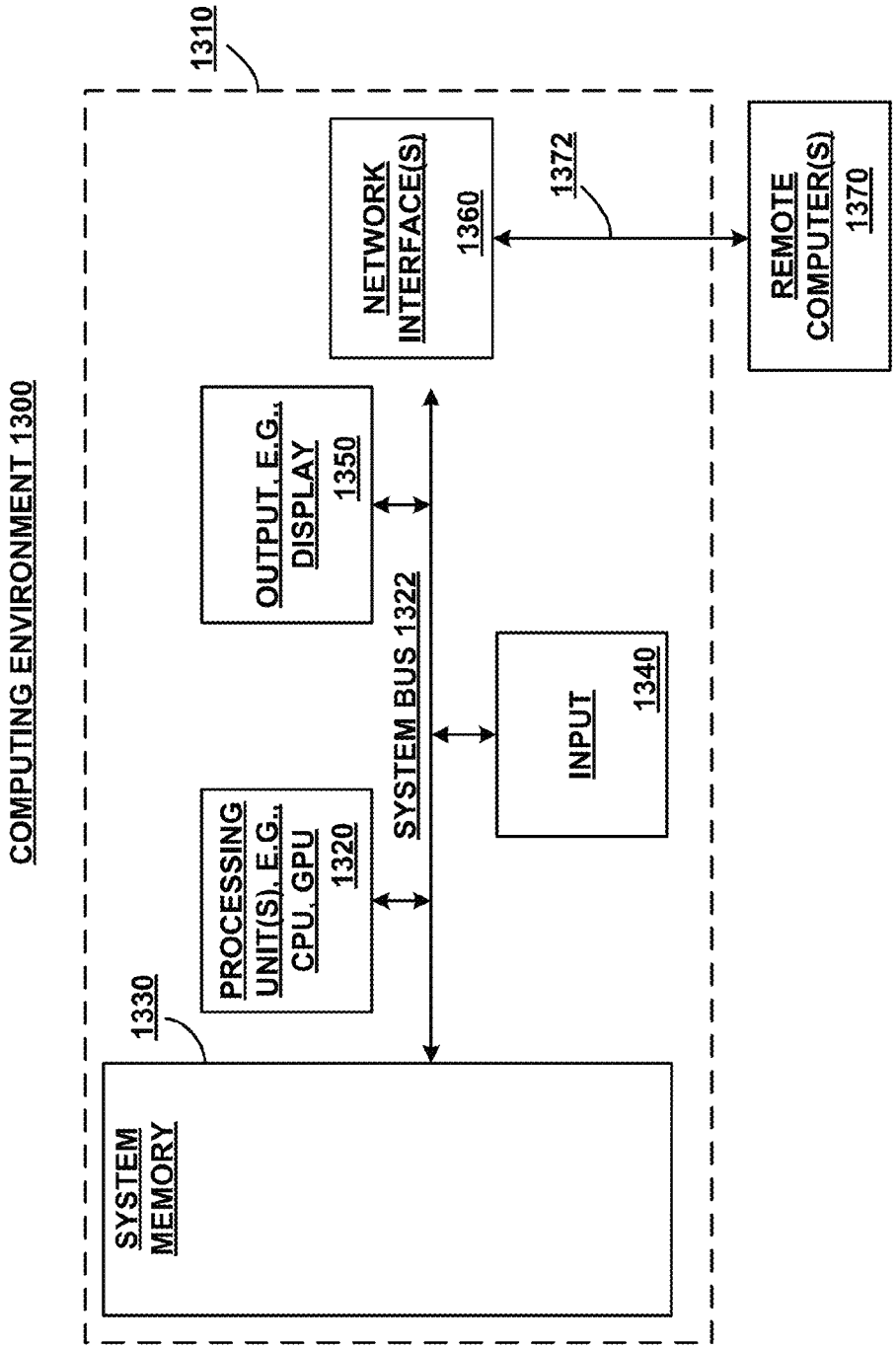
COMPUTING ENVIRONMENT 1300
1310
SYSTEM MEMORY
1330
PROCESSING UNIT(S), E.G., CPU, GPU
1320
SYSTEM BUS 1322
OUTPUT, E.G., DISPLAY
1350
INPUT
1340
NETWORK INTERFACE(S)
1360
1372
REMOTE COMPUTER(S)
1370

FIG. 13

DYNAMIC SPLIT-FRAME PREVIEW OF VIDEO EDITING EFFECTS

CROSS-REFERENCE TO RELATED APPLICATION

This application is a continuation of prior application Ser. No. 13/527,944, filed Jun. 20, 2012, which is hereby incorporated by reference herein.

TECHNICAL FIELD

This disclosure generally relates to systems and methods that facilitate dynamic split-frame preview of video editing effects.

BACKGROUND

The internet and media enabled portable computing devices have dramatically altered the processes for generating and consuming media content. Presently, users can consume media content virtually anywhere at any time, as long as they have access to a media capable device with an internet connection. The convenience of being able to view media content via the internet, essentially on demand, has resulted in explosive growth of internet media consumption. Internet media traffic is currently approaching a majority of consumer internet traffic, and the rate of demand is projected to continue increasing.

Hundreds of millions of people around the world have the capability to create and share content, including videos, music, and blogs. A large number of online services exist to host the ever-growing volume of user-generated content. Popular online services can receive tens of hours worth of newly uploaded content every minute. Users uploading videos to an online service may often desire to apply editing effects in order to enhance the video quality and/or overall production value. However, applying visual changes can be difficult and time consuming. Typically, video editing requires special software, and is typically fairly complex. In addition, it can be difficult for a user to visualize or appreciate an impact of visual changes to a video created by applying editing effects.

A technique that has been commonly employed to assist users visualize or appreciate instances of video editing effects includes displaying a version of a video before application of editing effects, and a version of the video after application of editing effects. Additionally, the before and after videos may be shown simultaneously. However, visualizing or appreciating an impact of a video editing effect may still be challenging, because the user is typically required to continually scan the before and after videos in an effort to appreciate differences that are often very subtle.

SUMMARY

The following presents a simplified summary of the specification in order to provide a basic understanding of some aspects of the specification. This summary is not an extensive overview of the specification. It is intended to neither identify key or critical elements of the specification nor delineate any scope of particular embodiments of the specification, or any scope of the claims. Its sole purpose is to present some concepts of the specification in a simplified form as a prelude to the more detailed description that is presented later.

According to an aspect of the subject innovation, systems and methods for dynamic split-frame preview of video editing effects are disclosed. An editing component determines a set of editing effects for the video, generates a copy of the video, applies the set of editing effects to the copy, and provides the video and the copy to a rendering component. The rendering component generates a mask based on a set of mask criteria, renders a split-frame composite video using the video and the edited video based at least in part on the mask, and provides playback of the split-frame composite video. The split-frame composite video provides a dynamic split-frame preview of video editing effects, wherein one frame includes the video, and another frame includes the edited copy of the video.

In an embodiment, an acquisition component receives a video, a determination component determines a set of editing effects for the video, an effects component generates a copy of the video, and applies the set of editing effects to the copy, and an access component provides a user access to the video and the copy.

The following description and the annexed drawings set forth certain illustrative aspects of the specification. These aspects are indicative, however, of but a few of the various ways in which the principles of the specification may be employed. Other advantages and novel features of the specification will become apparent from the following detailed description of the specification when considered in conjunction with the drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** illustrates an example system for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure;

FIG. **2** illustrates an example editing component in accordance with various aspects described in this disclosure;

FIG. **3** illustrates an example rendering component in accordance with various aspects described in this disclosure;

FIG. **4** illustrates an example system for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure;

FIG. **5** illustrates an example system for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure;

FIG. **6** illustrates a system that provides a non-limiting example of an editing effect in accordance with various aspects described in this disclosure;

FIG. **7-9** illustrate systems that provide non-limiting examples of user interfaces in accordance with various aspects described in this disclosure;

FIGS. **10-11** are example flow diagrams of respective methodologies for dynamic split-frame preview of video editing effects in accordance with various aspects described herein;

FIG. **12** is a block diagram representing an exemplary non-limiting networked environment in which the various embodiments can be implemented; and

FIG. **13** is a block diagram representing an exemplary non-limiting computing system or operating environment in which the various embodiments may be implemented.

DETAILED DESCRIPTION

Overview

The innovation is now described with reference to the drawings, wherein like reference numerals are used to refer to like elements throughout. In the following description, for

purposes of explanation, numerous specific details are set forth in order to provide a thorough understanding of this innovation. It may be evident, however, that the innovation can be practiced without these specific details. In other instances, well-known structures and devices are shown in block diagram form in order to facilitate describing the innovation.

It is to be appreciated that in accordance with one or more implementations described in this disclosure, users can opt-out of providing personal information, demographic information, location information, proprietary information, sensitive information, or the like in connection with data gathering aspects. Moreover, one or more implementations described herein can provide for anonymizing collected, received, or transmitted data.

Visualizing or appreciating instances of video editing effects using techniques that display a version of a video before application of editing effects, and a version of the video after application of the editing effects can be challenging. Typically, the user is required to continually scan the before and after videos in an effort to appreciate differences that can be very subtle. One non-limiting implementation of this disclosure provides for accurate and efficient dynamic split-frame preview of video editing effects. More particularly, in accordance with an embodiment, a reception component receives a video and an edited copy of the video, and a composite component generates a split-frame composite video using the video and the edited copy.

Non-Limiting Examples of Systems for Dynamic Split-Frame Preview of Video Editing Effects

Turning now to FIG. **1**, illustrated is an example system **100** for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure. Generally, system **100** can include a memory that stores computer executable components and a processor that executes computer executable components stored in the memory, examples of which can be found with reference to FIG. **13**. System **100** includes a media component **102**. The media component **102** generates dynamic split-frame previews of video effects. The media component **102** includes an editing component **104**, and a rendering component **106**.

The editing component **104** obtains, acquires, or otherwise receives a video **108**A. For example, in one implementation, the video **108**A can be maintained in a data store **110**. The data store **110** can be included in, or associated with a user device and/or a media server (discussed in greater detail with reference to FIGS. **4-5**). The editing component **104** generates a copy of the video **108**A, and applies a set of editing effects to the copy (edited copy **108**B or copy **108**B). For instance, the editing component **104** can apply video stabilization to the copy of the video.

The rendering component **106** generates a split-frame composite video (composite video) using the video **108**A and the edited copy **108**B. Each frame of the composite video includes a first portion and a second portion. The first portion includes a corresponding portion of a corresponding frame in the video **108**A, and the second portion includes a corresponding portion of a corresponding frame in the edited copy **108**B. For instance, a first frame in the composite video can include a left one fourth (¼) of a first frame in the video **108**A (e.g., the first portion), and a right three fourths (¾) of a first frame in the edited copy **108**B (e.g., the second portion) (discussed in greater detail with reference to FIGS. **6-8**). A user **114** can set, control, or otherwise determine a size, a shape, and/or a location of the first portion and/or the second portion of the composite video.

It is to be appreciated that although the media component **102** is illustrated as being a stand-alone component, such implementation is not so limited. For example, the media component **102** can be included in the user device, a content server, a cloud, and/or a media player. In addition, it is to be appreciated that although the video **108**A and edited copy **108**B are illustrated as being maintained in the data store **110**, such implementation is not so limited. For example, the video **108**A and/or edited copy **108**B can be maintained in a user device, a media server, and/or another location, wherein the media component **102** accesses the video **108**A and/or edited copy **108**B using, e.g., a network connection. Furthermore, it is to be appreciated that although the editing component **104** and rendering component **106** are illustrated as being included in the media component **102**, such implementation is not so limited. For example, the editing component **104** and rendering component **106** can be included in a user device (discussed in greater detail with reference to FIG. **4**). As an additional or alternative example, the rendering component **106** can be included in a user device, and the editing component **104** can be included in a cloud, a server, and/or another location, wherein the rendering component **106** and editing component **104** communicate, for example, using a network connection (discussed in greater detail with reference to FIG. **5**).

Referring to FIG. **2**, illustrated is an example editing component **104** in accordance with various aspects described in this disclosure. As discussed, the editing component **104** (e.g., video editor) generates a copy of a video **108**A, and applies a set of editing effects to the copy (edited copy **108**B or copy **108**B). The editing component **104** in FIG. **2** includes an acquisition component **202**, a determination component **204**, an effects component **206**, and an access component **208**. The acquisition component **202** acquires, obtains, or otherwise receives the video **108**A. For example, in one implementation, the acquisition component **202** receives the video from a data store **110**. As an additional or alternative example, in one implementation, the acquisition component **202** receives the video from a user **114** (or device associated with the user **114**), e.g., using a network connection.

The determination component **204** determines a set of editing effects to apply to the video **108**A. The set of editing effects can include but are not limited to video stabilization, auto-leveling (e.g., optimal color correcting and/or contrast stretching), and/or noise removal. For example, in one implementation, the determination component **204** receives the set of editing effects from a user **114** (or a device associated with the user **114**). As an additional or alternative example, in one implementation, the determination component **204** analyzes the video, and based on the analysis determines the set of editing effects to apply to the video **108**A. For instance, the determination component **204** can analyze the video **108**A, and determine an amount of visual noise in the video **108**A. If the amount of visual noise in the video **108**A satisfies a predetermined threshold, then the determination component **204** can determine to apply noise removal for the video **108**A.

The effects component **206** generates a copy of the video **108**A, and applies the set of editing effects to the copy (edited copy **108**B or copy **108**B). For instance, if the set of effects includes auto-leveling, then the effects component **206** can analyze the video **108**A (and/or the copy), and color correct the edited copy **108**B in a per time segment manner. Aspects of the invention are not limited by a quantity or type of editing effects the effects component **206** can apply to the

edited copy **108**B. For instance, the effects component **206** can apply virtually any visual effect to the edited copy **108**B.

The access component **208** sends, transmits, or otherwise provides the video **108**A and the edited copy **108**B to the rendering component **106**. For example, in one implementation, the access component **208** streams the video **108**A and the edited copy **108**B to the rendering component **106**, e.g., using a network connection. As an additional or alternative example, in one implementation, the access component **208** maintains the video **108**A and the edited copy **108**B in the data store **110**, and the rendering component **106** accesses the video **108**A and the edited copy **108**B from the data store **110**. For instance, the access component **208** can provide a notification (e.g., message, flag, bit, etc.) to the rendering component **106** indicating the availability of the video **108**A and/or the edited copy **108**B in the data store **110**.

FIG. **3** illustrates an example rendering component **106** in accordance with various aspects described in this disclosure. As discussed, the rendering component **106** generates a split-frame composite video (composite video) using a video **108**A and an edited copy **108**B. The rendering component **106** in FIG. **3** includes a reception component **302**, a composite component **304**, and an interface component **312**.

The reception component **302** acquires, obtains, or otherwise receives the video **108**A and the edited copy **108**B. For example, in one implementation, an editing component **104** streams the video **108**A and the edited copy **108**B to the rendering component **106**. As an additional or alternative example, in one implementation, the reception component **302** obtains the video **108**A and the edited copy **108**B from a data store **110**.

The composite component **304** generates a split-frame composite video (composite video) using the video **108**A and the edited copy **108**B. Each frame of the composite video includes a first portion and a second portion. The first portion includes a corresponding portion of a corresponding frame in the video **108**A, and the second portion includes a corresponding portion of a corresponding frame in the edited copy **108**B. The composite component includes a mask component **306**, an input component **308**, and a playback component **310**.

The mask component **306** generates a mask based on a set of mask criteria, and applies the mask to the video **108**A and/or the edited copy **108**B. The mask defines an area (masked area) of the composite video that includes, displays, or otherwise contains applied editing effects (e.g., edited copy **108**B). The set of mask criteria can include but is not limited to a size, a location, and/or a shape of the mask. For example, in one implementation, a first portion of each frame in the composite video, includes a portion corresponding to an area of a corresponding frame in the video **108**A not included in the masked area, and a second portion of each frame in the composite video, includes a portion corresponding to an area of a corresponding frame in the edited copy **108**B included in the masked area. The composite video provides a split-frame preview of editing effects applied to the edited copy **108**B against the original video **108**A. For instance, if the mask is a rectangle including a right half of a frame area, then a first frame in the composite video can include a left half (½) of a first frame in the video **108**A (e.g., the first portion), and a right half (½) of a first frame in the edited copy **108**B (e.g., the second portion) (discussed in greater detail with reference to FIGS. **6-8**).

The input component **308** acquires, obtains, or otherwise receives a subset of the mask criteria from a user **114**. For example, the user **114** can input the size, the location, and/or the shape of the mask using the input component **308**. The inputs can include explicit user inputs (e.g., configuration selections, question/answer) such as from mouse selections, keyboard selections, speech, and so forth. The inputs can also include data uploads, wherein a data upload is the transfer of data from the user **114** or a third party source (e.g. computer or a computer readable medium), to the input component **308**.

The playback component **310** executes, plays, or otherwise provides playback of the composite video. For example, in one implementation, the playback component **310** streams the composite video to the user **114** as a single split screen video stream. The split screen video stream can include the video and the edited copy positioned side-by-side (See FIG. **8**), and provides for efficient frame synchronization. The playback component **310** can provide a set of playback controls that provide the user **114** to control playback of the composite video. The set of playback controls can include but is not limited to play, pause, stop, rewind, and/or fast forward. In addition, the playback component **310** provides a set of mask adjustment controls that provide for the user **114** to adjust a subset of the mask criteria (e.g., using the input component **308**) during playback of the composite video. For instance, the user **114** can modify the shape of a mask during playback of the composite video using the mask adjustment controls, the composite video can be updated based on the modified mask (e.g., using the mask component **306**), and the playback component **310** can continue playback of the updated composite video without interruption.

The interface component **312** provides various adapters, connectors, channels, communication paths, etc. to integrate the rendering component **106** into virtually any operating and/or database system(s). In addition, the interface component **312** can provide various adapters, connectors, channels, communication paths, etc., that provide for interaction with the rendering component **106**, and the media component **102**. It is to be appreciated that although the interface component **312** is incorporated into the rendering component **106**, such implementation is not so limited. For instance, the interface component **312** can be a stand-alone component to receive or transmit data in relation to the rendering component **106**.

FIG. **4** illustrates an example system **400** for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure. The system **400** includes a user device **402**. The user device **402** can include but is not limited to a smart phone, a cell phone, a personal digital assistant (PDA), a tablet, a laptop, a desktop, a portable music player, a video game system, an electronic reader (e-reader), global positioning system (GPS), a set-top box, and/or a television. The user device **402** in FIG. **4** includes a media component **102**. As discussed, the media component **102** generates dynamic split-frame previews of video effects. The media component **102** in FIG. **4** includes an editing component **104**, and a rendering component **106**.

The editing component **104** receives a video **108**A. For example, in one implementation, the video **108**A can be maintained in a data store **110**. The editing component **104** generates a copy of the video **108**A, and applies a set of editing effects to the copy (edited copy **108**B or copy **108**B). The rendering component **106** generates a slit-frame composite video (composite video) using the video **108**A and the edited copy **108**B. Each frame of the composite video includes a first portion and a second portion. The first portion includes a corresponding portion of a corresponding frame in the video **108**A, and the second portion includes a

corresponding portion of a corresponding frame in the edited copy **108**B. For instance, a first frame in the composite video can include a left one fourth (¼) of a first frame in the video **108**A (e.g., the first portion), and a right three fourths (¾) of a first frame in the edited copy **108**B (e.g., the second portion) (discussed in greater detail with reference to FIGS. **6-8**). A user **114** can set, control, or otherwise determine a size, a shape, and/or a location of the first portion and/or the second portion of the composite video (e.g., a mask).

It is to be appreciated that the split-frame preview of editing effects provided by the media component **102** may enhance video editing capabilities for portable computing devices (e.g., user device **402**). Typically, portable computing devices, such as tablets, digital cameras, smart phones, and so forth have smaller screens than laptops, desktops, etc. Traditional video editing techniques that display both a before and after video may require more screen space, in order to be used effectively, than is available on a portable computing device. By providing a split-frame preview of editing effects in a single window (discussed in greater detail with reference to FIGS. **7-8**), the media component **102** can enable video editing using screen sizes available to portable computing devices.

FIG. **5** illustrates an example system **500** for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure. The system **500** includes a user device **402**, and a media server **502**. The media server **502** in FIG. **5** includes an editing component **104**. As discussed, the editing component **104** receives a video **108**A. For example, in one implementation, the video **108**A can be uploaded to the media server **502**, e.g., from the user device **402**, and maintained in a data store **110** associated with the media server **502**. The editing component **104** generates a copy of the video **108**A, and applies a set of editing effects to the copy (edited copy **108**B or copy **108**B). The editing component **104** streams the video **108**A and the edited copy **108**B to the user device **402**, e.g., using a network connection.

As discussed, the user device **402** can include but is not limited to a smart phone, a cell phone, a personal digital assistant (PDA), a tablet, a laptop, a desktop, a portable music player, a video game system, an electronic reader (e-reader), global positioning system (GPS), a set-top box, and/or a television. The user device **402** in FIG. **5** includes a rendering component **106**. As discussed, the rendering component **106** generates a split-frame composite video (composite video) using the video **108**A and the edited copy **108**B. Each frame of the composite video includes a first portion and a second portion. The first portion includes a corresponding portion of a corresponding frame in the video **108**A, and the second portion includes a corresponding portion of a corresponding frame in the edited copy **108**B. For instance, a first frame in the composite video can include a left one fourth (¼) of a first frame in the video **108**A (e.g., the first portion), and a right three fourths (¾) of a first frame in the edited copy **108**B (e.g., the second portion) (discussed in greater detail with reference to FIGS. **6-8**). A user **114** can set, control, or otherwise determine a size, a shape, and/or a location of the first portion and/or the second portion of the composite video (e.g., a mask).

Referring to FIG. **6**, illustrated is a system **600** that provides a non-limiting example of an editing effect in accordance with various aspects described in this disclosure. The system **600** includes a first frame **602** of a video (e.g., video **108**A), and a first frame **604** of a copy of the video (e.g., video **108**A) having a set of editing effects applied (e.g., edited copy **108**B or copy **108**B). As discussed, a set of editing effects to be applied to the copy can be determined by a user (e.g., user **114**), or dynamically determined based on an analysis of the video (e.g., using the determination component **204**). The first frame **604** is a color inverted (e.g., edited) copy of the first frame **602** of the video. The color inversion may be applied to each, or a subset of frames, included in the copy of the video. Aspects of the invention are not limited to quantities or types of editing effects. For example, virtually any editing effect can be applied to the copy of the video.

FIG. **7** illustrates a system that provides a non-limiting example of a user interface **700** in accordance with various aspects described in this disclosure. The user interface **700** includes a dynamic split-frame preview window **702** (window **702**). The window **702** executes, displays, or otherwise plays a composite video using a first video (e.g., video **108**A), and an edited copy of the first video (e.g., edited copy **108**B) (e.g., using the rendering component **106**). Each frame of the composite video includes a first portion **704** and a second portion **706**. The first portion **704** includes a corresponding portion of a corresponding frame of the first video, and the second portion includes a corresponding portion of a corresponding frame of the edited copy.

As discussed, a user (e.g., user **114**) can set, control, or otherwise determine a size, a shape, and/or a location of the first portion and/or the second portion of the composite video. For example, in one implementation, the user can control a mask **708** that defines the size, the shape, and/or the location of the second portion **706**. For instance, the user can move, drag, or otherwise modify a location of a mask indicator **710** (e.g., boundary, divider, edge, etc.) to control a first size of the mask **708**. As an additional or alternative example, the window **702** can include a set of mask adjustment controls **712**. The set of mask adjustment controls **712** can include but are not limited to a set of mask shapes, and/or a set of mask coordinates that enable modifying the location of the mask **708**. In addition, the window **702** includes a set of playback controls **714** (e.g., **714**A-D) that provide for the user to control playback of the composite video (e.g., split screen preview). The set of playback controls **714** can include but is not limited to a play button **714**A, a skip forward button **714**B, a skip reverse button **714**C, and/or a video seek bar **714**D (e.g., time lapse bar, etc.).

FIG. **8** illustrates a system that provides a non-limiting example of a user interface **800** in accordance with various aspects described in this disclosure. The user interface **800** includes a dynamic split-frame preview window **702** (window **702**). The window **702** executes, displays, or otherwise plays a split-frame composite video (composite video) using a first video (e.g., video **108**A), and an edited copy of the first video (e.g., edited copy **108**B). Each frame of the composite video includes a first portion **704** and a second portion **706**. The first portion **704** includes a corresponding portion of a corresponding frame in the first video, and the second portion **706** includes a corresponding portion of a corresponding frame in the edited copy of the first video. For instance, a first frame of the composite video can include a portion of a first frame **602** of a video corresponding to the first portion **704**, and a portion of a first frame **604** of an edited copy of the video corresponding to the second portion **706** (See FIG. **6**). It is to be appreciated that the composite video provides a split frame preview of editing effects by displaying an original video (e.g., video **108**A), and the edited copy of the original video (e.g., edited copy **108**B) in a single window (e.g., window **702**). In addition, the indictor

710 distinguishes, delineates, or otherwise separates the original video and the edited copy.

As discussed, a user (e.g., user **114**) can set, control, or otherwise determine a size, a shape, and/or a location of the first portion **704** and/or the second portion **706** of the composite video. For example, in one implementation, the user can control a mask **708** that defines the size, the shape, and/or the location of the second portion **706** in the window **702**. For instance, the user can move, drag, or otherwise modify a mask indicator **710** (e.g., divider, edge, etc.) to control a first size of the mask **708**, for example, using a cursor. As an additional or alternative example, the window **702** can include a set of mask adjustment controls **712**. The set of mask adjustment controls **712** can include but are not limited to a set of mask shapes, and/or a set of mask coordinates that enable modifying the location of the mask **708**. In addition, the window **702** includes a set of playback controls **714** (e.g., **714**A-D) that provide for the user to control playback of the composite video (e.g., split screen preview). The set of playback controls **714** can include but is not limited to a play button **714**A, a skip forward button **714**B, a skip reverse button **714**C, and/or a video seek bar **714**D (e.g., time lapse bar, etc.).

FIG. **9** illustrates a system that provides a non-limiting example of a user interface **900** in accordance with various aspects described in this disclosure. The interface **900** can include a video upload display window **902** that provides for inspection, viewing, or replay of a video upload. As discussed, a video (e.g., video **108**A) can be uploaded, for example, to a media server (e.g., media server **502**) from a user device (e.g., the user device **402**). A user (e.g., user **114**) may desire to view a video, prior to uploading, to ensure that it is the correct video, and/or that the video displays as intended. In addition, the user interface **900** can include a file location field **904** that enables the user to locate the video for upload, or enter a source path for the video. The video can be uploaded from, for example a user device, website, or cloud based storage. An upload details section **906** can display virtually any information relating to the video, such as file size, format, metadata, date, upload progress, and so forth, as made available by the content, content owner, and/or uploading user.

The user interface **900** can also include an editing effects section **908** that provides one or more effects for application to the video. For example, the editing effects section **908** can include a set of user selections **910** that provide for the user to determine a set of editing effects for application to the video. Furthermore, the editing effects section **908** can include a set of suggested effects **912** that provide a set of suggested editing effects. As discussed, the video can be analyzed, and a set of editing effects can be determined based on the analysis (e.g., using the determination component **204**). For instance, the video can be analyzed, and an amount of visual noise in the video can be determined. If the amount of visual noise satisfies a predetermined threshold, then noise removal can be included in the set of suggested effects **912**.

The editing effects section **908** can further include a done button **914** that, when selected, initiates application of the selected editing effects. For instance, upon selection of the done button **914** a copy of the video can be generated, and the selected editing effects can be applied to the copy.

Non-Limiting Examples of Methods for Dynamic Split-Frame Preview of Video Editing Effects

FIGS. **10-11** illustrate various methodologies in accordance with the disclosed subject matter. While, for purposes of simplicity of explanation, the methodologies are shown and described as a series of acts, the disclosed subject matter is not limited by the order of acts, as some acts may occur in different orders and/or concurrently with other acts from that shown and described herein. For example, those skilled in the art will understand and appreciate that a methodology can alternatively be represented as a series of interrelated states or events, such as in a state diagram. Moreover, not all illustrated acts may be required to implement a methodology in accordance with the disclosed subject matter. Additionally, it is to be appreciated that the methodologies disclosed in this disclosure are capable of being stored on an article of manufacture to facilitate transporting and transferring such methodologies to computers or other computing devices.

Referring now to FIG. **10**, illustrated is an example methodology **1000** for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure. At reference numeral **1002**, a video is acquired, obtained, or otherwise received (e.g., using the editing component **104**). For example, in one implementation, the video is uploaded to a media server from a device associated with a user. As an additional or alternative example, in one implementation, the video is obtained from a data store.

At reference numeral **1004**, a set of editing effects for the video are determined (e.g., using the determination component **204**). The set of editing effects can include but are not limited to video stabilization, auto-leveling (e.g., optimal color correcting and/or contrast stretching), and/or noise removal. For example, in one implementation, the set of editing effects are determined by a user (e.g., user **114**). As an additional or alternative example, in one implementation, the video is analyzed, and the set of editing effects are determined based on the analysis (e.g., using the determination component **204**). For instance, the video can be analyzed, and an amount of visual noise in the video can be determined. If the amount of visual noise satisfies a predetermined threshold, then the set of editing effects can include noise removal.

At reference numeral **1006**, a copy of the video is generated, and the set of editing effects are applied to the copy (e.g., using the effects component **206**). For instance, if the set of effects includes auto-leveling, then the copy can be analyzed, and color corrected in a per time segment manner. Aspects of the invention are not limited by a type or quantity of editing effects, and virtually any editing effect can be applied to the copy. At reference numeral **1008**, the video and the edited copy are provided to the user (or device associated with the user) (e.g., using the access component **208**). For example, in one implementation, the video and the edited copy are streamed to the user, e.g., using a network connection. For instance, the video and the edited copy can be aggregated, joined, or otherwise combined into a single split screen video stream (e.g., split frame composite video). The split screen video stream can include the video and the edited copy positioned side-by-side (See FIG. **8**), and provides for efficient frame synchronization. As an additional or alternative example, in one implementation, the video and the edited copy are maintained in a data store, and made available to the user. For instance, a notification (e.g., message, flag, bit, etc.) can be provided indicating the availability of the video and the edited copy in the data store a predetermined amount of time after applying the set of editing effects to the edited copy.

Referring now to FIG. **11**, illustrated is an example methodology **1100** for dynamic split-frame preview of video editing effects in accordance with various aspects described in this disclosure. At reference numeral **1102**, a video and a

copy of the video incorporating a set of editing effects (edited video) are obtained, acquired, or otherwise received (e.g., using the reception component **302**). For example, in one implementation, a set of streams including the video and the edited copy are received. As an additional or alternative example, in one implementation, the video and the edited copy are retrieved from a data store. For instance, a notification (e.g., message, flag, bit, etc.) can be received indicating the availability of the video and the edited copy in the data store.

At reference numeral **1104**, a mask is determined, set, or otherwise generated based at least in part on a set of mask criteria (e.g., using the mask component **306**). The set of mask criteria can include but is not limited to a size, a location, and/or a shape of the mask. At reference numeral **1106**, a composite video is rendered based in part on the mask (e.g., using the mask component **306**). The mask defines an area of the composite video (masked area) that includes the edited copy. For example, in one implementation, a first portion of each frame of the composite video includes a portion of a corresponding frame in the video outside of the masked area, and a second portion of each frame in the composite video, includes a portion of a corresponding frame in the edited copy inside the masked area. The composite video provides a split-frame preview of editing effects included in the edited copy against the video. For instance, if the mask is a rectangle including a right half of a frame area, then a first frame in the composite video can include a left half (½) of a first frame in the video (e.g., the first portion), and a right half (½) of a first frame in the edited copy (e.g., the second portion) (discussed in greater detail with reference to FIGS. **6-8**).

At reference numeral **1108**, playback of the composite video is provided (e.g., using the playback component **310**). A user can adjust, control, or otherwise manipulate a set of playback controls to direct playback of the composite video. The set of playback controls can include but is not to play, pause, stop, rewind, and/or fast forward. At reference numeral **1110**, a determination is made whether a mask modification (e.g., adjustment, move, etc.) has been received (e.g., using the editing component **104**). For instance, the user can modify one or more of the mask criteria (e.g., shape, size, or location) during playback of the composite video.

If it is determined that a mask modification has been received (Y at **1110**), then the methodology returns to reference numeral **1106**, and the rendering of the composite video is updated based on the modified mask during playback (e.g., using the rendering component). For instance, the rendering of the composite video can be updated during playback, and playback of the updated composite video can continue without interruption or stopping. If a mask modification has not been received (N at **1110**), then playback of the composite video continues at reference numeral **1108**.

Exemplary Networked and Distributed Environments

One of ordinary skill in the art can appreciate that the various embodiments described herein can be implemented in connection with any computer or other client or server device, which can be deployed as part of a computer network or in a distributed computing environment, and can be connected to any kind of data store where media may be found. In this regard, the various embodiments described herein can be implemented in any computer system or environment having any number of memory or storage units, and any number of applications and processes occurring across any number of storage units. This includes, but is not limited to, an environment with server computers and client computers deployed in a network environment or a distributed computing environment, having remote or local storage.

Distributed computing provides sharing of computer resources and services by communicative exchange among computing devices and systems. These resources and services include the exchange of information, cache storage and disk storage for objects, such as files. These resources and services also include the sharing of processing power across multiple processing units for load balancing, expansion of resources, specialization of processing, and the like. Distributed computing takes advantage of network connectivity, allowing clients to leverage their collective power to benefit the entire enterprise. In this regard, a variety of devices may have applications, objects or resources that may participate in the various embodiments of this disclosure.

FIG. **12** provides a schematic diagram of an exemplary networked or distributed computing environment. The distributed computing environment comprises computing objects **1210**, **1212**, etc. and computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc., which may include programs, methods, data stores, programmable logic, etc., as represented by applications **1230**, **1232**, **1234**, **1236**, **1238**. It can be appreciated that computing objects **1210**, **1212**, etc. and computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc. may comprise different devices, such as personal data assistants (PDAs), audio/video devices, mobile phones, MP3 players, personal computers, tablets, laptops, etc. It is to be appreciated that the distributed computing environment can be used in connection with implementing one or more of the systems or components shown and described in connection with FIGS. **1-5**. For instance, the computing device **1222** can include the user device **402**, and the server object **1210** or **1212** can include the media server **502**.

Each computing object **1210**, **1212**, etc. and computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc. can communicate with one or more other computing objects **1210**, **1212**, etc. and computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc. by way of the communications network **1240**, either directly or indirectly. Even though illustrated as a single element in FIG. **12**, network **1240** may comprise other computing objects and computing devices that provide services to the system of FIG. **12**, and/or may represent multiple interconnected networks, which are not shown. Each computing object **1210**, **1212**, etc. or computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc. can also contain an application, such as applications **1230**, **1232**, **1234**, **1236**, **1238**, that might make use of an API, or other object, software, firmware and/or hardware, suitable for communication with or implementation of the various embodiments of this disclosure.

There are a variety of systems, components, and network configurations that support distributed computing environments. For example, computing systems can be connected together by wired or wireless systems, by local networks or widely distributed networks. Currently, many networks are coupled to the Internet, which provides an infrastructure for widely distributed computing and encompasses many different networks, though any network infrastructure can be used for exemplary communications made incident to the systems as described in various embodiments.

Thus, a host of network topologies and network infrastructures, such as client/server, peer-to-peer, or hybrid architectures, can be employed. The "client" is a member of a class or group that uses the services of another class or group to which it is not related. A client can be a process, e.g., roughly a set of instructions or tasks, that requests a

service provided by another program or process. The client may be or use a process that utilizes the requested service without having to "know" any working details about the other program or the service itself.

In a client/server architecture, particularly a networked system, a client is usually a computer that accesses shared network resources provided by another computer, e.g., a server. In the illustration of FIG. **12**, as a non-limiting example, computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc. can be thought of as clients and computing objects **1210**, **1212**, etc. can be thought of as servers where computing objects **1210**, **1212**, etc. provide data services, such as receiving data from client computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc., storing of data, processing of data, transmitting data to client computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc., although any computer can be considered a client, a server, or both, depending on the circumstances.

A server is typically a remote computer system accessible over a remote or local network, such as the Internet or wireless network infrastructures. The client process may be active in a first computer system, and the server process may be active in a second computer system, communicating with one another over a communications medium, thus providing distributed functionality and allowing multiple clients to take advantage of the information-gathering capabilities of the server.

In a network environment in which the communications network/bus **1240** is the Internet, for example, the computing objects **1210**, **1212**, etc. can be Web servers with which the client computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc. communicate via any of a number of known protocols, such as the hypertext transfer protocol (HTTP). Objects **1210**, **1212**, etc. may also serve as client computing objects or devices **1220**, **1222**, **1224**, **1226**, **1228**, etc., as may be characteristic of a distributed computing environment.

Exemplary Computing Device

As mentioned, advantageously, the techniques described herein can be applied to any device suitable for implementing various embodiments described herein. Handheld, portable and other computing devices and computing objects of all kinds are contemplated for use in connection with the various embodiments, e.g., anywhere that a device may wish to read or write transactions from or to a data store. Accordingly, the below general purpose remote computer described below in FIG. **14** is but one example of a computing device.

Although not required, embodiments can partly be implemented via an operating system, for use by a developer of services for a device or object, and/or included within application software that operates to perform one or more functional aspects of the various embodiments described herein. Software may be described in the general context of computer executable instructions, such as program modules, being executed by one or more computers, such as client workstations, servers or other devices. Those skilled in the art will appreciate that computer systems have a variety of configurations and protocols that can be used to communicate data, and thus, no particular configuration or protocol is to be considered limiting.

FIG. **13** thus illustrates an example of a suitable computing system environment **1300** in which one or aspects of the embodiments described herein can be implemented, although as made clear above, the computing system environment **1300** is only one example of a suitable computing environment and is not intended to suggest any limitation as to scope of use or functionality. Neither is the computing environment **1300** be interpreted as having any dependency or requirement relating to any one or combination of components illustrated in the exemplary operating environment **1300**.

With reference to FIG. **13**, an exemplary remote device for implementing one or more embodiments includes a general purpose computing device in the form of a computer **1310**. Components of computer **1310** may include, but are not limited to, a processing unit **1320**, a system memory **1330**, and a system bus **1322** that couples various system components including the system memory to the processing unit **1320**. It is to be appreciated that the computer **1310** can be used in connection with implementing one or more of the systems or components shown and described in connection with FIGS. **1-5**.

Computer **1310** includes a variety of computer readable media and can be any available media that can be accessed by computer **1310**. The system memory **1330** may include computer storage media in the form of volatile and/or nonvolatile memory such as read only memory (ROM) and/or random access memory (RAM). By way of example, and not limitation, memory **1330** may also include an operating system, application programs, other program modules, and program data.

A user can enter commands and information into the computer **1310** through input devices **1340**. A monitor or other type of display device is also connected to the system bus **1322** via an interface, such as output interface **1350**. In addition to a monitor, computers can also include other peripheral output devices such as speakers and a printer, which may be connected through output interface **1350**.

The computer **1310** may operate in a networked or distributed environment using logical connections to one or more other remote computers, such as remote computer **1370**. The remote computer **1370** may be a personal computer, a server, a router, a network PC, a peer device or other common network node, or any other remote media consumption or transmission device, and may include any or all of the elements described above relative to the computer **1310**. The logical connections depicted in FIG. **13** include a network **1372**, such local area network (LAN) or a wide area network (WAN), but may also include other networks/buses. Such networking environments are commonplace in homes, offices, enterprise-wide computer networks, intranets and the Internet.

As mentioned above, while exemplary embodiments have been described in connection with various computing devices and network architectures, the underlying concepts may be applied to any network system and any computing device or system in which it is desirable to publish or consume media in a flexible way.

The word "exemplary" is used herein to mean serving as an example, instance, or illustration. For the avoidance of doubt, this matter disclosed herein is not limited by such examples. In addition, any aspect or design described herein as "exemplary" is not necessarily to be construed as preferred or advantageous over other aspects or designs, nor is it meant to preclude equivalent exemplary structures and techniques known to those of ordinary skill in the art. Furthermore, to the extent that the terms "includes," "has," "contains," and other similar words are used in either the detailed description or the claims, for the avoidance of doubt, such terms are intended to be inclusive in a manner similar to the term "comprising" as an open transition word without precluding any additional or other elements. As used in this application, the term "or" is intended to mean an

inclusive "or" rather than an exclusive "or". That is, unless specified otherwise, or clear from context, "X employs A or B" is intended to mean any of the natural inclusive permutations. That is, if X employs A; X employs B; or X employs both A and B, then "X employs A or B" is satisfied under any of the foregoing instances. In addition, the articles "a" and "an" as used in this application and the appended claims should generally be construed to mean "one or more" unless specified otherwise or clear from context to be directed to a singular form.

Computing devices typically include a variety of media, which can include computer-readable storage media. Computer-readable storage media can be any available storage media that can be accessed by the computer, is typically of a non-transitory nature, and can include both volatile and nonvolatile media, removable and non-removable media. By way of example, and not limitation, computer-readable storage media can be implemented in connection with any method or technology for storage of information such as computer-readable instructions, program modules, structured data, or unstructured data. Computer-readable storage media can include, but are not limited to, RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM, digital versatile disk (DVD) or other optical disk storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices, or other tangible and/or non-transitory media which can be used to store desired information. Computer-readable storage media can be accessed by one or more local or remote computing devices, e.g., via access requests, queries or other data retrieval protocols, for a variety of operations with respect to the information stored by the medium.

As mentioned, the various techniques described herein may be implemented in connection with hardware or software or, where appropriate, with a combination of both. As used herein, the terms "component," "system" and the like are likewise intended to refer to a computer-related entity, either hardware, a combination of hardware and software, software, or software in execution. For example, a component may be, but is not limited to being, a process running on a processor, a processor, an object, an executable, a thread of execution, a program, and/or a computer. By way of illustration, both an application running on computer and the computer can be a component. One or more components may reside within a process and/or thread of execution and a component may be localized on one computer and/or distributed between two or more computers. Further, a component can come in the form of specially designed hardware; generalized hardware made specialized by the execution of software thereon that enables the hardware to perform specific function (e.g., coding and/or decoding); software stored on a computer readable medium; or a combination thereof.

The aforementioned systems have been described with respect to interaction between several components. It can be appreciated that such systems and components can include those components or specified sub-components, some of the specified components or sub-components, and/or additional components, and according to various permutations and combinations of the foregoing. Sub-components can also be implemented as components communicatively coupled to other components rather than included within parent components (hierarchical). Additionally, it is to be noted that one or more components may be combined into a single component providing aggregate functionality or divided into several separate sub-components, and that any one or more middle layers, such as a management layer, may be provided to communicatively couple to such sub-components in order to provide integrated functionality. Any components described herein may also interact with one or more other components not specifically described herein but generally known by those of skill in the art.

In view of the exemplary systems described above, methodologies that may be implemented in accordance with the described subject matter will be better appreciated with reference to the flowcharts of the various figures. While for purposes of simplicity of explanation, the methodologies are shown and described as a series of blocks, the claimed subject matter is not limited by the order of the blocks, as some blocks may occur in different orders and/or concurrently with other blocks from what is depicted and described herein. Where non-sequential, or branched, flow is illustrated via flowchart, it can be appreciated that various other branches, flow paths, and orders of the blocks, may be implemented which achieve the same or a similar result. Moreover, not all illustrated blocks may be required to implement the methodologies described hereinafter.

In addition to the various embodiments described herein, it is to be understood that other similar embodiments can be used or modifications and additions can be made to the described embodiment(s) for performing the same or equivalent function of the corresponding embodiment(s) without deviating there from. Still further, multiple processing chips or multiple devices can share the performance of one or more functions described herein, and similarly, storage can be effected across a plurality of devices. Accordingly, the invention is not to be limited to any single embodiment, but rather can be construed in breadth, spirit and scope in accordance with the appended claims.

What is claimed is:

1. A method of providing a dynamic preview of video editing effects, comprising:

accessing an edited version of a video and an unedited version of the video, wherein the video comprises a plurality of frames;

identifying a masked region of a frame of the video and an unmasked region of the frame of the video;

combining portions of edited frames of the edited version of the video with portions of unedited frames of the unedited version of the video responsive to the identified masked and unmasked regions, without additional editing applied to the portions of the edited frames, to generate a composite split-frame version of the video; and

providing the composite split-frame version of the video for display,

wherein the accessing comprises receiving a set of streams comprising the edited version of the video and the unedited version of the video.

2. The method of claim **1**, further comprising:

receiving an input identifying the masked region of the frame of the video as a selection of a region of the frame of the video to cover with a mask.

3. The method of claim **2**, wherein the receiving the input identifying the masked region of the frame of the video comprises receiving selection of a location of the mask.

4. The method of claim **1**, wherein the accessing comprises receiving corresponding frames of the video included in the edited version and the unedited version simultaneously.

5. The method of claim **1**, wherein the edited version of the video and the unedited version of the video are separate streams.

6. The method of claim 1, further comprising:

receiving an input identifying a new masked region of a new frame of the video and a new unmasked region of the new frame of the video during display of a playback of the composite split-frame version of the video;

combining the portions of edited frames of the edited version of the video with the portions of unedited frames of the unedited version of the video responsive to the new masked and unmasked regions to generate a new composite split-frame version of the video; and

seamlessly switching the playback of the composite split-frame version of the video to the new composite split-frame version of the video.

7. The method of claim 1, further comprising:

generating an interface for display, wherein the interface comprises a set of mask controls that facilitate drawing of a mask over the frame of the video to define the masked and unmasked regions.

8. A system for providing a dynamic preview of video editing effects, comprising:

a memory storing computer executable components; and

a processor configured to execute the following computer executable components stored in the memory to perform steps comprising:

accessing an edited version of a video and an unedited version of the video, wherein the video comprises a plurality of frames;

identifying a masked region of a frame of the video and an unmasked region of the frame of the video;

combining portions of edited frames of the edited version of the video with portions of unedited frames of the unedited version of the video responsive to the identified masked and unmasked regions, without additional editing applied to the portions of the edited frames, to generate a composite split-frame version of the video; and

providing the composite split-frame version of the video for display,

wherein the accessing comprises receiving a set of streams comprising the edited version of the video and the unedited version of the video.

9. The system of claim 8, the steps further comprising:

receiving an input identifying the masked region of the frame of the video as a selection of a region of the frame of the video to cover with a mask.

10. The system of claim 9, wherein the receiving the input identifying the masked region of the frame of the video comprises receiving selection of a location of the mask.

11. The system of claim 8, wherein the accessing comprises receiving corresponding frames of the video included in the edited version and the unedited version simultaneously.

12. The system of claim 8, wherein the edited version of the video and the unedited version of the video are separate streams.

13. The system of claim 8, the steps further comprising:

receiving an input identifying a new masked region of a new frame of the video and a new unmasked region of the new frame of the video during display of a playback of the composite split-frame version of the video;

combining the portions of edited frames of the edited version of the video with the portions of unedited frames of the unedited version of the video responsive to the new masked and unmasked regions to generate a new composite split-frame version of the video; and

seamlessly switching the playback of the composite split-frame version of the video to the new composite split-frame version of the video.

14. The system of claim 8, the steps further comprising:

generating an interface for display, wherein the interface comprises a set of mask controls that facilitate drawing of a mask over the frame of the video to define the masked and unmasked regions.

15. A non-transitory computer-readable medium having instructions stored thereon that, in response to execution, cause a system including a processor to perform steps for providing a dynamic preview of video editing effects, the steps comprising:

accessing an edited version of a video and an unedited version of the video, wherein the video comprises a plurality of frames;

identifying a masked region of a frame of the video and an unmasked region of the frame of the video;

combining portions of edited frames of the edited version of the video with portions of unedited frames of the unedited version of the video responsive to the identified masked and unmasked regions, without additional editing applied to the portions of the edited frames, to generate a composite split-frame version of the video; and

providing the composite split-frame version of the video for display,

wherein the accessing comprises receiving a set of streams comprising the edited version of the video and the unedited version of the video.

16. The non-transitory computer-readable medium of claim 15, wherein the steps further comprise:

receiving an input identifying the masked region of the frame of the video as a selection of a region of the frame of the video to cover with a mask.

17. The non-transitory computer-readable medium of claim 16, wherein the input identifying the masked region of the frame of the video comprises receiving selection of a location of the mask.

18. The non-transitory computer-readable medium of claim 15, wherein the accessing comprises receiving corresponding frames of the video included in the edited version and the unedited version simultaneously.

19. The non-transitory computer-readable medium of claim 15, wherein the edited version of the video and the unedited version of the video are separate streams.

20. The non-transitory computer-readable medium of claim 15, wherein the steps further comprise:

receiving an input identifying a new masked region of a new frame of the video and a new unmasked region of the new frame of the video during display of a playback of the composite split-frame version of the video;

combining the portions of edited frames of the edited version of the video with the portions of unedited frames of the unedited version of the video responsive to the new masked and unmasked regions to generate a new composite split-frame version of the video, and

seamlessly switching the playback of the composite split-frame version of the video to the new composite split-frame version of the video.

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